NX-10

Alarm system user manual

1060792

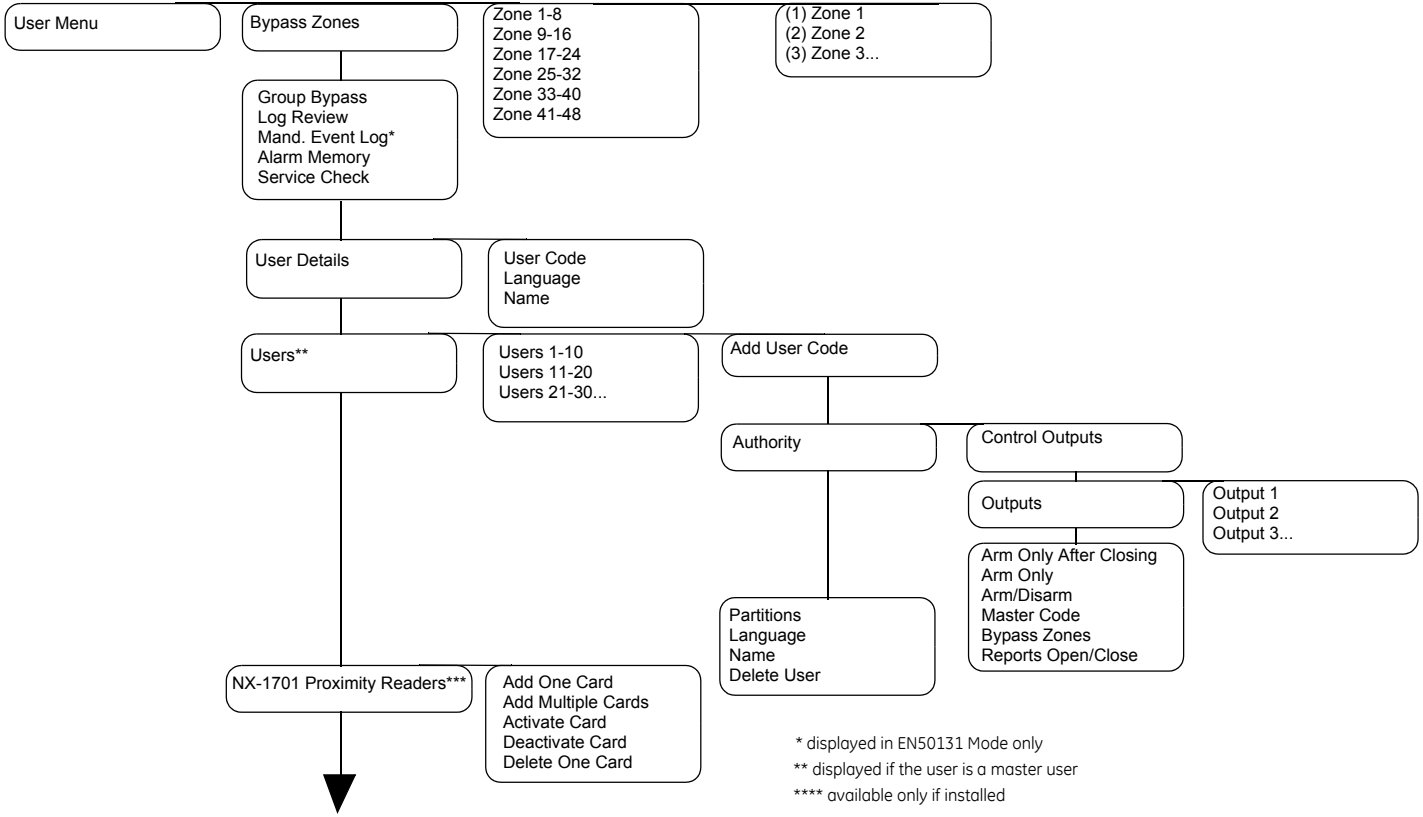
Copyright(c) 2010 UTC Fire & Security. All rights reserved.

Manufacturer	UTC Fire & Security Americas Corporation, Inc. 1275 Red Fox Rd., Arden Hills, MN 55112-6943, USA Authorized EU manufacturing representative: UTC Fire & Security B.V. Kelvinstraat 7, 6003 DH Weert, Netherlands
Certification	CE
	EN 50131-1 System requirements EN 50131-3 Control and indicating equipment EN 50131-6 Power Supplies EN 50131-5-3 Requirements for interconnections equipment using radio frequency techniques EN 50136-1-1 Alarm systems - Alarm Transmission systems EN 50136-2-1 General requirements for alarm transmission equipment PSTN transmission path: ATS Class 2 (D2, M2, T2, S0, I0) with notification options A, B, C GPRS transmission path: ATS Class 5 (D3, M3, T4, S2, I3) with notification options A, B, C, D Security Grade 2, Environmental class II Tested and certified by Telefication B.V.
	1999/5/EC (R&TTE directive): Hereby, UTC Fire & Security declares that this device is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.
	2002/96/EC (WEEE directive): Products marked with this symbol cannot be disposed of as unsorted municipal waste in the European Union. For proper recycling, return this product to your local supplier upon the purchase of equivalent new equipment, or dispose of it at designated collection points. For more information see: www.recyclethis.info.
	2006/66/EC (battery directive): This product contains a battery that cannot be disposed of as unsorted municipal waste in the European Union. See the product documentation for specific battery information. The battery is marked with this symbol, which may include lettering to indicate cadmium (Cd), lead (Pb), or mercury (Hg). For proper recycling, return the battery to your supplier or to a designated collection point. For more information see: www.recyclethis.info.
	GE and the GE monogram are trademarks of the General Electric Company and are under license to UTC Fire & Security, 9 Farm Springs Road, Farmington, CT 06034-4065.

Contents

Menu map 4
LCD keypad 6
Keypad keys 7
LCD icons 8
Using the NX-10 menus 9
Preparing your system 10
Arming and disarming using a single-partition keypad 11
Arming and disarming using a master keypad 12
Disarming your system after an alarm 13
Resetting fire detectors 14
Using life safety functions 15
Viewing the status of a zone 16
Bypassing one or more zones 17
Changing your user code and name 18
Changing another user's code and name 19
Changing user rights 20
Setting the system time and date 21
Adjusting the keypad settings 22
Adjusting the LCD display 23
Reading the event log 24
Changing phone numbers 25
Setting up light control 26
Activating your light control system 27
Up/downloading data 28
Testing your system 29
Adding and deleting cards 30
Service messages 31
Glossary 34
Battery replacement 36
EN50131 Mode 37

Menu map

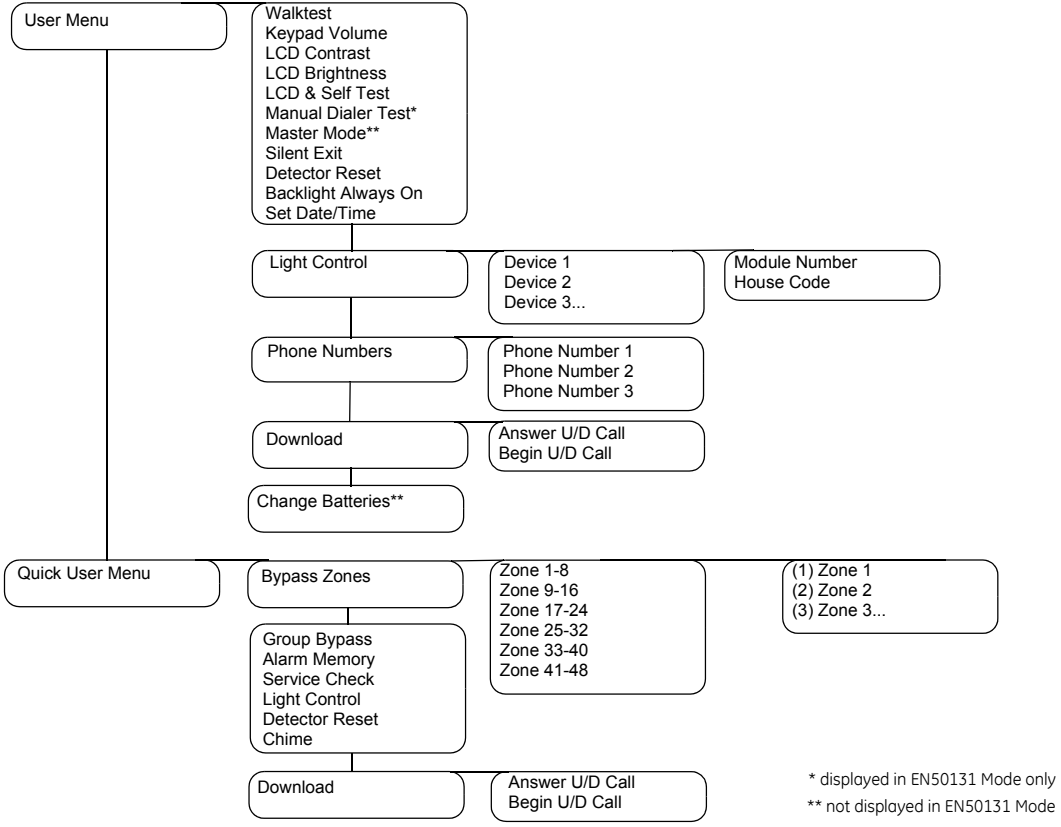


* displayed in EN50131 Mode only

** displayed if the user is a master user

**** available only if installed

Menu map



* displayed in EN50131 Mode only

** not displayed in EN50131 Mode

LCD keypad

Status indicator

Alphanumeric display

Status icons, see page 8.

Function keys: Preset function keys (Arm Away, Stay Mode, Disarm, Night Mode, Bypass Zones), see page 7.

NO: A rejection and navigation key.

OK***: An acceptance and navigation key.

LCD display: System status information, menu options and other information that is entered are displayed here.

F1, F2, F8: Programmable keys that are set by the installer.

F1: _____

F2: _____

F8: _____

▲▼: Navigation and editing keys.

♫ : A key that toggles Chime mode on and off.

#: A key that activates the function of the next key that is pressed.

Keypad keys

Arm Away

Press to arm the system in Away mode.

Arm Stay

Press to arm the system in Stay mode. When in the menu, press to scroll to the start of the LCD message. If configured this way by the installer you can use this key to toggle the Stay/Instant mode of the armed partition.

Disarm

Press to disarm the selected partition. This key works in the Master mode only. When in the menu, press to scroll to the end of the LCD message.

Bypass Zone

Press to select (or deselect) a zone to bypass.

Night Mode

Press to arm the system in Night mode.

Chime

Press to toggle Chime mode on and off.

F1, F2, F8

These keys can be programmed by the installer to perform certain functions.

▲▼

Press the navigation keys to scroll through menu lists and options. If you want to turn on a screensaver immediately, press at the same time both ▲▼ keys. When in master mode or not in a menu:

- Press ▲ to display bypassed zones.
- Press ▼ to display problem zones.

When editing text and phone numbers:

- Press ▲ to overwrite or insert text.
- Press ▼ to delete text.

NO

- Press **NO** to cancel a change to the menu selection **or**
- navigate to a higher level in the menu structure **or**
- cancel a sequence when entering numeric data.

Note: It is recommended to always use the **NO** key to wake up a keypad.

OK*

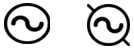
- Press **OK** to activate the menu **or**
- accept selection changes **or**
- move forward in the menu structure **or**
- complete a sequence when entering numeric data.

#

Press the # key to display problems in the system.
When editing text and phone numbers:

- Press **# F4** (or ◀) to move to the first character or number.
- Press **# F5** (or ▶) to move to the last character or number.
- Press **#** ▼ to delete from the current position to the end.

LCD icons

	**Power**	If power is present, the left icon is displayed. If power is failing, the right icon shows up.
	Bypass	In MASTER mode, the left icon shows up if ANY partition is bypassed. In PARTITION mode, the right icon is being displayed if ANY zone is bypassed.
	Full/Part armed	In MASTER mode, the FULL icon (left) shows up only if ALL partitions are ARMED, while the PART icon (right) shows up if NOT ALL partitions are ARMED.
	Stay/Night mode	In PARTITION mode, the STAY icon (left) shows up if armed and staying, and the NIGHT icon (right) if the night function is enabled.
	Away	In PARTITION mode, one of these icons shows up if armed and leaving, the left one if ANY zone is bypassed, the right one if NO zone is bypassed.

	Chime	In CHIME mode, this icon will be ON, otherwise OFF.
	Fire	This icon indicates that a fire zone or the fire keypad function has been activated.
		This icon indicates RF-link field strength.
	Battery Low	If the keypad battery is low, this icon is flashing ON and OFF.
	Alarm	This icon flashes ON and OFF in case of an alarm condition.
	Trouble	This icon indicates a system trouble condition, for example, day zone trouble or AC power loss.
	Service	This icon is ON in case the system needs to be serviced. You can display a service message with the **#** key.
	Ready to arm	If the system is OK to arm, the V-sign icon is displayed. If it is NOT OK to arm, the V-sign disappears. In case the force armable zone is open, it will flash on and off.

Using the NX-10 menus

Quick User menu

You can access a limited number of menu options, without entering a user code, through the Quick User menu. Press OK, and then press ▲▼ keys to enter and navigate the command menu.

Changing the user interface language

To change the language on your keypad, press **OK** repeatedly to find the required language. See page 22 for more information.

User menu

Your user code allows you to perform certain keypad functions through the user menu. A master user code allows you to perform ALL keypad functions. A master user is the only person allowed to edit user information and rights in the system. To access the user menu, press **OK** at the default display and enter your user code. Only those menu options to which you have rights are displayed. Press ▲▼ to navigate the user menu.

Note
Your keypad may work slightly differently, depending on how it was set up by your installer.

Navigating the menus

▲▼ Press to move through different menu options.

The quick user menu and the user menu contain lists of entries such as users and zones.

Press **#** ▲ to move to the same menu option for the previous entry in the list. For example, if you are viewing the user code for user 2, press **#** ▲ to view the user code for user 1.

Press **#** ▼ to move to the same menu option for the next entry in the list. For example, if you viewing the user code for user 2, press **#** ▼ to view the user code for zone 3.

Exiting the menu system

- Press **##** to display the *OK to Exit* prompt (if editing data, press **NO** first).
- Press **OK** at this prompt to exit the menu system.

Note: The keypad may timeout from the menu system and return to the default display.
Note: Press **NO** key to clear any incorrectly entered user code or other information.
Note: After exiting the menu or after waking up, the wireless keypad checks the system state for about 3 seconds. Please allow appropriate time for the wireless keypad to finish its actions.

Preparing your system

Before you can arm your system, you must ensure that all partitions are closed. An LCD message is displayed when the system is not ready to be armed, and the V-sign icon disappears from a display.

1. If your system is NOT ready to be armed, check if a door or window is open.

.....

```
System Not Ready
For Help Press ↓
```

2. Press ▼ to view all problem zones.

.....

- Any open zones are shown. Close the zones before you arm the system. If you try to arm with open zones, the keypad beeps.

.....

```
nnn Open
<description>
```

- Any tamper zones are shown. A tamper indicates a system fault and you should contact your installer to fix it.

.....

```
nnn Tamper
<description>
```

3. Press **OK** or **NO** key to return to the default display.

.....

4. Press ▲ to view all bypassed zones. For more information on bypassing zones, see page 17.

.....

5. Any bypassed zones are shown. Ensure that these zones need to be bypassed.

.....

```
nnn Bypass
<description>
```

6. Your system is ready to be armed.

.....

```
System Ready
Type Code to Arm
```

Arming and disarming using a single-partition keypad

A keypad can be programmed as a single-partition keypad or a master keypad. A single-partition keypad allows you to arm one partition only while a master keypad allows you to arm one or more partitions. Both keypad modes allow you to bypass zones within the partition(s) you are arming. For more information on bypassing zones, see page 17.

1. Unblank the keypad, if necessary, by pressing the NO key, and then enter your user code at the system prompt. You can also press the function key to do it immediately.

```
System Ready
Type Code to Arm
```

2. The keypad starts to blip and the system begins to arm.

```
System Arming
Leave Now
```

3. Leave the building. The keypad blips increase during the last 10 seconds of the exit time.

4. When the exit time expires, your system is armed and the keypad sounds continuously for 2 seconds. The status indicator lights red.

```
System Armed
All Zones Secure
```

Disarming your system

1. When you open the door to enter the secured partition, the entry delay starts and the keypad sounds continuously.

```
Type code to
Disarm
```

2. Enter your user code. When entering code, the number of code digits entered is displayed in the right lower corner (1, 2, 3, etc.).

Your system is disarmed and the keypad sounder stops. The status indicator changes to green.

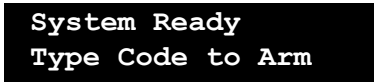
Note: Press **NO** key to clear any incorrectly entered user code or other information.

```
System Ready
Type Code to Arm
```

Arming and disarming using a master keypad

A master keypad allows you to arm one or more partitions. Arm Away key arms your entire system (except bypassed zones). Arm Stay key part arms your system (except interior and bypassed zones) when you want to allow people to remain inside. For more information on bypassing zones, see page 17.

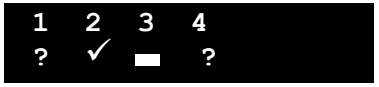
1. Unblank the keypad, if necessary, by pressing the NO key, and then enter your user code at the system prompt.



2. The current status of the partitions set in the system is displayed. ✓ Partition is disarmed. ▬ Partition is part armed. ■ Partition is fully armed.

3. Press a partition number to include it in the set of partitions that you want to arm (or disarm). Press **0** to include all partitions.

4. Included partitions are marked with '**?**' In this case, partitions 1 and 4 are included in the set.



- Press to am away or to arm stay the set of partitions. Press to arm in night mode. The keypad starts to blip and the system begins to arm.

- When the exit time expires, the selected partitions are armed and the keypad sounds continuously for two seconds. When all partitions are armed the status indicator changes to red. If any partition is disarmed the status indicator stays green.

- Select partitions and press during the exit time to stop arming the selected partitions and silence the keypad.

Note: When you open the door to enter the secured partition, the entry delay starts, *Type Code to Disarm* message displays, and the keypad sounds continuously. It stops when you disarm the selected partitions.

Disarming your system after an alarm

There are several different types of alarm. A burglary alarm and a tamper alarm activate a continuous siren. A fire alarm activates a pulsed siren. All alarms cause the keypad to beep rapidly. For information on responding to a fire alarm, see page 14. If the EN50131 Mode is set in the system, see page 38 for a description of the system behavior and the fault acknowledging/overriding procedure.

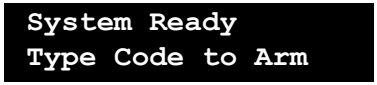
1. Enter your code to disarm the system. When entering code, the number of code digits entered is displayed in the right lower corner (1, 2, 3, etc.).

2. The siren stops ringing, the keypad stops beeping and the alarm memory is displayed.

3. The alarm memory displays the zone(s) where the alarm has occurred. In this case, a burglary alarm occured in zone 8.

4. Press the ▲▼ keys to scroll through the different zones listed in the alarm memory.

5. Press **OK**. Your system is ready to be armed.



Note: You can view the alarm memory at any time from the quick user menu or user menu. Enter the quick user menu by pressing **OK** and then pressing ▼ key, select *Alarm Memory* and press **OK**.

Note: Press **NO** key to clear any incorrectly entered user code or other information.

If you want to enable a screensaver immediately, press at the same time both ▲▼ keys.

Resetting fire detectors

A fire alarm can occur when your system is armed or disarmed. A fire alarm sounds a pulsed siren and causes the keypad to beep rapidly. The fire alarm icon is displayed. To turn off a fire alarm, enter your user code. You must also reset the fire detectors after a fire alarm. You follow the same steps regardless of whether the fire alarm is automatically or manually activated.

1. Enter your user code to turn off the alarm. The siren stops ringing and the keypad stops beeping. The fire alarm icon is still displayed.

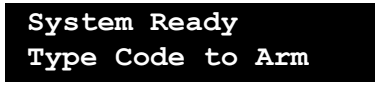
2. The alarm memory displays the zone(s) where the fire alarm has occurred.

3. Press the ▲▼ keys to scroll through the different zones listed in the alarm memory. Press **OK** to leave the alarm memory.

4. Press **OK** at the default display.

5. Navigate with the ▲▼ keys to *Detector Reset* and press **OK**.

6. The fire detectors are reset, the fire alarm icon disappears and your system is ready to be armed.



Using life safety functions

Your system has three life safety functions. These functions allow you to manually activate a fire alarm, a medical alert or a personal attack (panic) alarm. The function keys must be programmed by the installer.

Fire

Press Fire Alarm function key. A pulsed siren is activated, the keypad beeps and a report is sent to the central station.

Medical

Press Medical Alert function key. A report is sent to the central station.

Personal attack

Press Panic function key. A continuous siren is activated, the keypad beeps rapidly and a report is sent to the central station.

Note: If the installer has programmed the personal attack alarm to be silent, a report is sent to the central station but the siren and keypad make no sound.

When the screen saver is active, the alert keys (F1, F2, F8) do not work.

Viewing the status of a zone

You can view all problem zones and bypassed zones. Any zones that are not included in these lists are closed and working normally. To view problem and bypassed zones, press **OK**.

1. Press ▼ to view all problem zones.

2. Any open zones or tamper zones are shown.

```
nnn Open
<description>
```

3. Press **OK** or **NO** to return to the default display.

```
System Ready
Type Code to Arm
```

4. Press ▲ to view all bypassed zones.

5. Any bypassed zones are shown.

```
nnn Bypass
<description>
```

6. Press **OK** or **NO** to return to the default display.

```
System Ready
Type Code to Arm
```

Note: When previewing problem zones, you can immediately bypass any zone displayed as off normal with the Bypass Zones function key on the keypad.

The problem zone is bypassed, and the keypad displays a star next to the zone number.

```
*1 Open
Zone 1
```

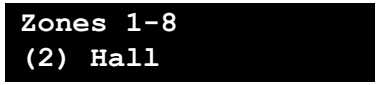
Bypassing one or more zones

You can specify a set of zones that will be bypassed when you arm your system. The selection is undone when you disarm the system. To bypass zones, press **OK** and enter your user code to enter the user menu.

1. Navigate with the ▲▼ keys to *Bypass Zones* and press **OK**.

2. The zones are displayed in groups of eight. Select the group containing the zone you want to bypass.

3. A list of all the zones that you can access is displayed. Scroll through the list and press **OK** to add a particular zone to the set.



4. To remove a zone from the set, scroll to the zone again and press **OK**.

Note: The installer can set the keypad to indicate when a zone is bypassed. When you arm the system and a zone is bypassed, the keypad beeps rapidly.

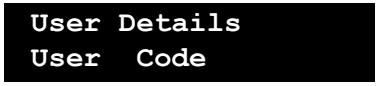
You can also select zones to bypass with the Bypass Zones function key on the keypad. Press to select a zone to bypass. The *Enter Zone No.* prompt displays. Type the zone number and press **OK**. Repeat this action for subsequent zones you want to bypass. To remove a zone from the bypassed zone set, enter its number again.

Note: The installer can set the keypad to require the user code when selecting zones to bypass.

Changing your user code and name

To change your own user code or name, press **OK** and enter your user code. The regular user has rights to edit his/her own name or user code only.

1. Navigate with the ▲▼ keys to *User Details* and press **OK**.



2. Navigate with the ▲▼ keys to *User Code* and press **OK**. Your code is displayed as either a row of numbers or a row of dashes.

3. Press the number keys to enter a new four or six digit user code.

4. The new numbers overwrite the existing code. If your code is displayed as dashes, the dashes change to stars. Press **OK**.

5. If your code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.

6. Navigate with the ▲▼ keys to *Name* and press **OK**. Your user name is displayed.

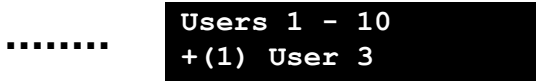
7. Press ▲ to overwrite or insert text. Press ▼ to delete text.

8. Press the character keys to enter a new name of up to 15 characters in length and press **OK**.

Setting another user's code and name

To change another user's code or name, enter a master user code. The default master user in a new system is *User 1*, and the default master user code is **1234**. For the safety reasons, you should change it to your own private code as soon as you start using the system.
Navigate with the ▲▼ keys to *Users* and press **OK**.

1. A list of all users is displayed. They are displayed in groups of 10.



2. Select the user group. Navigate with the ▲▼ keys to the relevant user number and press **OK**.

3. Scroll to *Add User Code* and press **OK**. The new user's code is displayed as either a row of numbers or a row of dashes.

4. Press the number keys to enter a new user code. The new numbers are displayed or the dashes change to stars. Press **OK**

5. If the code is displayed as a row of stars, re-enter it to confirm that it is correct. Press **OK**.

6. Scroll to *Name* and press **OK**. The user's name is displayed.

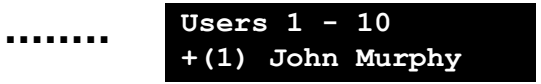
7. Press ▲ to overwrite or insert text. Press ▼ to delete text. Enter a new name of up to 15 characters in length and press **OK**.

6. To delete the user scroll to *Delete User* and press **OK**. The user's code and name are deleted from the system.

Changing user rights

You can set a user's rights to arm, disarm, control outputs, send reports and bypass zones. You can also set the user's code to be a master code and specify the partitions the user can access. To do this, press **OK** and enter a master user code. In a new system the *User 1* is the master user by default. Navigate with the ▲▼ keys to *Users* and press **OK**.

1. A list of all users is displayed. They are displayed in groups of 10.



2. Select the user group. Navigate with the ▲▼ keys to the relevant user number and press **OK**.

To select the functions a user can perform

- Navigate with the ▲▼ keys to *Authority* and press **OK**. A list of user rights is displayed. See the glossary for more information.

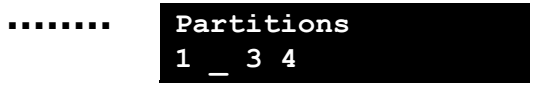
- Scroll through the list of rights and press **OK** to assign rights to the selected user. Select **NO** to return to the selected user number.

Important: When *Control Outputs* authority is selected for the user, this user loses his/her master user rights, and is not able to edit any user information! Remember to set this authority for regular user codes only!

To select the partitions a user can access

- Navigate with the ▲▼ keys to *Partitions* and press **OK**. The partitions the user can access are listed.

- Press a partition number to assign it to the selected user. Press the number again to unassign the partition. Press **OK**.

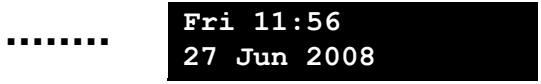


Setting the system time and date

To set the system time and date, press **OK** and enter a user code. Navigate with the ▲▼ keys to *Set Date/Time* and press **OK**. In the EN50131 Mode, the user is not allowed to set date and time, and this operation must be performed by the installer.

1. Scroll to *Set Date/Time* and press **OK**.

2. The current time is shown as day of the week, hours, minutes. Depending on configuration set by the installer, the clock is displayed as 12- or 24-hour clock. The current date is shown as dd.mm.yyyy.



3. Press the ▲ key to increase the hour or press the ▼ key to decrease it. You can also enter digits from the keypad.

4. Press **OK** to accept the change and move on. Press **NO** to cancel the change.

5. Proceed the same way to set the minute, year, month and day. The day of the week is set automatically by the system.

Adjusting the keypad settings

You can change the user interface language and the loudness of the keypad sounder. When you enter your user code, the menu is displayed in the language associated with your code. You can change the language without entering your code. Available languages are configured by the installer.

To change the user interface language

1. Press **OK** at the default display. Press **OK** again to display the default display in a different language.

2. Press **OK** until you find the language you require. All menu options change to this language. Continue using the keypad as normal.

To change the loudness of the keypad sounder

1. Press **OK** and enter a user code. When entering code, the number of digits entered is displayed in the right lower corner (1, 2, 3, etc.).

2. Navigate with the ▲▼ keys to *Keypad Volume* and press **OK**.

3. The current volume is shown as a horizontal bar chart. Keypad keeps beeping to help setting required volume.

4. Press **F4** (◀) to decrease the volume, or **F5** (▶) to increase it, and press **OK**. It is not recommended to set the keypad volume to **0**.

Adjusting the LCD display

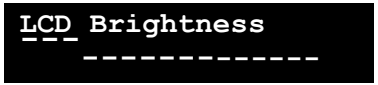
You can change the contrast of the LCD display and the brightness of the backlighting. The LCD contrast has 10 levels. Both the LCD brightness and keypad volume have 16 levels.

1. Press **OK** and enter a user code. When entering code, the number of digits entered is displayed in the right lower corner (1, 2, 3, etc.).

2. Scroll to *LCD Contrast* and press **OK**. The current LCD contrast is shown as a horizontal bar chart.

3. Press **F4** (◀) to decrease the contrast, or **F5** (▶) to increase it, and press **OK**.

4. Scroll to *LCD Brightness* and press **OK**. The current backlight brightness is shown as a horizontal bar chart.



5. Press **F4** (◀) to decrease the brightness, or **F5** (▶) to increase it, and press **OK**.

6. Scroll to *Backlight Always On* and press **OK**.

7. Navigate with the ▲▼ keys to *Enabled* or *Disabled* and press **OK** to turned the backlight on or off.

Reading the event log

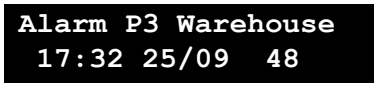
The event log displays the details of all the events that occur from when you turn your system on. The event description is as follows:

L1:	Event Type PN Partition Name
L2:	HH:MM DD/MM UN/ZN Zone/User Name LOG
Event Type:	The type of event that occurred.
PN:	The number of the partition in which the event occurred.
Partition Name:	The name of the partition in which the event occurred.
Zone/User Name:	The zone name or user name.
UN/ZN:	The user number, zone number or device number.
HH:MM:	The hour and the minute the event occurred.
DD/MM:	The day and month the event occurred.
LOG:	The position of the event in the event log.

To read the event log, press **OK** and enter a master user code.

1. Scroll to *Log Review* and press **OK**. The last event added to the log is shown.

2. In this case, an alarm occurred in zone 48 in partition 3 (*Warehouse*) at 17:32 on September 25th. No report was sent to the central station.



3. Press **F5** (▶) to scroll horizontally and view the rest of the event description.

4. In this case, the alarm occured in zone 168 (with the assigned zone name *Office*). This is the 28th event in the log.

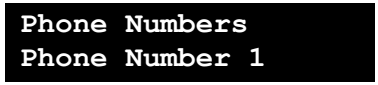
5. Press the ▲▼ keys to scroll through the events in the log.

Changing phone numbers

In certain cases, you can change the phone number to which reports are sent. This way an alarm signal can be sent to your phone. You can do this only if the existing phone numbers are configured to use either Siren Tone or voice protocol, and user phone editing is enabled by the installer. Press **OK** and enter your user code.

1. Navigate with the ▲▼ keys to *Phone Numbers* and press **OK**.

2. A list of three available phone numbers (1 to 3) is displayed. Scroll to the relevant phone number and press **OK**.



3. Press **F4** (◀) or **F5** (▶) to scroll to the required digit.
   Press the ▼ key to delete a single digit.

4. Press **#**◀ to move to the start of the phone number and then press **#**▼ to delete the whole number.

5. Enter a new number and press **OK**.

Setting up light control

The light control system allows you to turn on devices in your house from your keypad. For example, you can turn on all the downstairs lights in your house. To do this, you attach a programmable control to each light switch. You then use the keypad to assign the control to the switch and specify the house that contains the switches.

1. Press **OK** and enter your user code. When entering code, the number of digits entered is displayed in the right lower corner (1, 2, 3, etc.).

2. Scroll to *Light Control* and press **OK**.

3. A list of all the configurable switches in your system is displayed. Each switch has a unique identifying number.

4. Navigate with the ▲▼ keys to the relevant switch and press **OK**.

5. Scroll to *Module Number* and select the control that is attached to the selected switch.

6. Scroll to *House Code* and select your house code with the ▲▼ keys. House code is always a single letter. Ensure that you turn on the switches in the correct house!

Activating your light control system

The light control system allows you to turn on devices in your house from your keypad. To do this, press **OK**, and then press the ↓ key, to enter the Quick User Menu. Navigate with the ▲▼ keys to *Light Control* and press **OK**.

1. A list of all the configured devices in your system is displayed. Each device has a unique code.

2. Press the relevant number to add the device to the set of selected devices. In this case, device 2 and 5 are selected.

3. Press ▲ or ▼ to switch all selected devices on or off. The devices are turned on or off depending on their current state.

Up/downloading data

The installer can use up/download software to program your system from a remote computer. For security reasons, the installer cannot do this without your authorisation. To allow the installer to upload data, set the control panel to answer an up/download call from the installer's computer. To download data, set the control panel to make a call to the installer's computer.

- Press **OK** and enter the Quick User Menu with the ▼ key. Navigate with the ▲▼ keys to *Download* and press **OK**.

.....

To make a call

1. Navigate with the ▲▼ keys to *Begin U/D Call* and press **OK**.

.....

2. The control panel calls the computer. Downloading begins when the call is answered.

.....

```
Downloading
In Progress
```

To answer a call

1. Navigate with the ▲▼ keys to *Answer U/D call* and press **OK**.

.....

2. The control panel answers the computer and uploading begins.

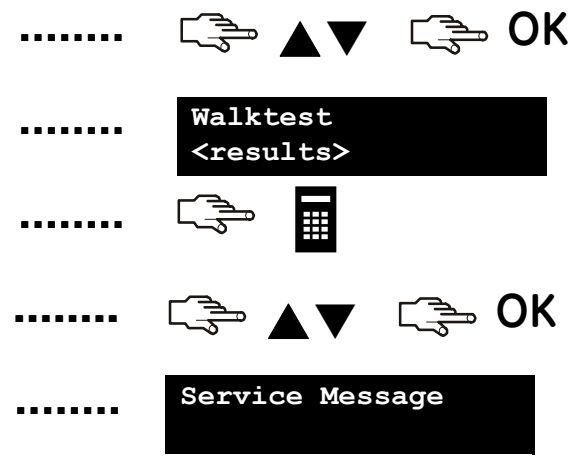
.....

```
Downloading
In Progress
```

Testing your system

You can perform various tests on your system to ensure that it is working correctly. To perform a service check, it is enough to enter the *Quick User Menu*. To perform a walktest, you have to enter a master user code.

1. To test each sensor in your system, after entering a master user code, scroll to *Walktest* and press **OK**. Enter each zone and check its sensors (motion sensors, door/window sensors).
2. A chime sounds when you activate a zone and the zone status is displayed on the LCD. If it is not, try to activate the zone again.
3. Enter your master user code to exit the walktest.
4. To view any system problems, such as a battery fault or damaged phone line, scroll to *Service Check* and press **OK**.
5. If there are any problems, a service message is displayed on the LCD. See page 31 for more information.



Note: Use the ▲▼ keys to scroll through the walktest and service check results on the LCD display.

Adding and deleting cards

If you have a proximity reader installed, you can use a proximity card to activate various keypad functions by holding the card against the reader. As a master user, you can add one or multiple cards to the system or delete existing cards. To do this, press **OK** and enter a master code. Navigate with the ▲▼ keys to *NX-1701 Proximity Readers* and press **OK**.

1. To add one card, navigate with the ▲▼ keys to *Add One Card* and press **OK**.

2. Enter the user number to be assigned to the card and press **OK.** LED 1 on any enabled readers begins to flash.

3. Scan the card. If it is not already in the system, it is added and LED 1 stops flashing. If it is not in the system, the reader triple beeps.

4. To add multiple cards, navigate with the ▲▼ keys to *Add Multiple Cards* and press **OK**. Carry out step 2 and scan the first card.

5. If the user card is not already in the system, it is added and LED 1 continues flashing, indicating that the next card can be scanned.

6. To delete a card, navigate with the ▲▼ keys to *Delete One Card* and press **OK**. Carry out step 2 and scan the card.

7. The user card information for the re-entered user number is cleared and LED 1 stops flashing.

Note: 40 seconds after you have finished scanning cards, all the readers in the system are updated with the new card information.

Service messages

The LCD displays service messages as a result of manual and automatic tests. If you cannot solve the problem, contact the installer. When the keypad beeps due to a fault condition, press the # key to view the fault condition information.

	Reason	Action
Panel Over-Current	The control panel has detected an excessive amount of current being drawn from an output.	Contact the installer.
Panel Siren Fault	The connection to the control panel's siren is broken.	Contact the installer.
Panel Box Tamper	There has been interference with the control panel casing.	Check the casing for damage. If there is no damage, close it securely.
Panel Line Fault	The phone line connected to the control panel is not working properly.	Ensure that the phone line is connected properly. In the EN50131 mode select the Manual Dialer Test user menu option to test communication.
Panel Fail to Communicate	The control panel tried to send a message to the central station but failed.	Ensure that the phone line is connected properly. In the EN50131 mode select the Manual Dialer Test user menu option to test communication.

Service messages

	Reason	Action
Panel Loss of Time	The control panel has had a total loss of power and the clock must be reset.	See page 21 for information on setting the system clock.
Panel Mains Fault	The mains power supply to the control panel is missing.	Reconnect the power supply and ensure it is working properly.
Panel Low Battery	The standby battery for the control panel is low.	Contact the installer.
Remote Over-Current	The control panel has detected an excessive amount of current being drawn from an expansion module.	Contact the installer.
Remote Fail to Communicate	A reporting module tried to send a message to the central station but failed.	Ensure that the phone service is available and the module is connected and working properly.
Remote Mains Fault	The mains power supply is not connected to an expansion module power supply.	Reconnect the mains power supply and ensure it is working properly.

Service messages

	Reason	Action
Remote Low Battery	The standby battery in an expansion module is low.	Contact the installer.
Remote Box Tamper	There has been interference with the casing of an expansion module.	Check the casing for damage. If there is no damage, close it securely.
Remote Trouble	An expansion module or keypad is not reporting to the control panel.	Ensure that the module is connected properly to the control panel.
Remote Siren Fault	The connection to an expansion module's siren is broken.	Contact the installer.
Zone Problem Press OK	There is a problem with a zone. Press **OK** to identify the zone(s) and the problem condition.	Contact the installer.
Remote RF (FM) Jammed	There has been interference with the FM radio transmission (keypads) or AM radio transmission (sensors).	It may indicate an intentional interference. If the problem persists contact the installer.

Glossary

Alarm memory — A list of alarms and where they occurred since the system was last armed.

Partition — A group of zones which operate as a unit. A partition is also known as an area.

Arm/Disarm — A menu option that assigns a code to the selected user that arms or disarms the system depending on its current status.

Armed — Selected zones are protected.

Arm Only After Closing — A menu option that assigns a code to the selected user to only arm the system after a certain time.

Arm Only — A menu option that assigns a code to the selected user that only arms the system.

Bypass Zones — A menu option that specifies the rights of the selected user to bypass zones. (*Authority* menu group)

A menu option that specifies the zones to be bypassed.

Bypassed zones — Zones that are left open when the rest of the system is armed. They can be entered without triggering an alarm.

Buzzer — A local low volume vibrating audio output, typically located in the keypad.

Central station — A remote location that is designed to monitor signals and reports from alarm systems and summon assistance if necessary.

Control Outputs — A yes/no option that enables/disables the Outputs menu. **Important:** When *Control Outputs* authority is selected for the user, this user loses his/her master user rights! Remember to set this authority for regular user codes only!

Control panel — The central point of an alarm system monitoring the detection devices and activating any number of signalling devices.

Detector Reset — A menu option that resets the fire detectors after an alarm. The fire alarm icon is displayed (also keypad beeps if you arm) until the detectors have been reset.

Disarmed — Selected zones are not protected.

Event log — A temporary log containing all the alarms and faults that occurred while the system is on (either armed or disarmed).

Expansion module — A module that can be added to the control panel to increase its functionality. For example, a keypad, audio panel or a card reader.

Glossary

Installer The person who installs and programs the system.

Keypad sounder An audible signal that is sounded by the keypad. This can be programmed to sound at various times.

Master Code A menu option that assigns a master code to the selected user. This is an arm/disarm code that can program other user codes provided it has access to the same partitions as the user code.

Master mode The mode in which a control panel can arm multiple partitions.

Outputs A menu option that sets a user's rights to control the control panel's auxiliary outputs. These outputs must be programmed by the installer.

Problem zone A zone that prevents the system being armed. A problem zone typically has an open window or door (open zone) or a tamper has occured on the zone (tamper zone).

Reports Open/Close A menu option that sets the code of the selected user to report arms (close) and disarms (open).

Sensor A device that detects violations and reports them to the control panel. Sensors include door and window contacts or any device used to inform the control panel of a particular condition.

Single-partition mode The mode in which a control panel can arm one partition only.

Tamper Interference with the system such as an open casing.

Up/download Management software that can read the software system programming information (upload) or modify or replace the system information if necessary (download).

User Authority A menu option that displays user rights.

User code A four or six digit code used to arm or disarm the system and access the User menu.
Number of code combinations: from 10,000 (4 digits) to 1 million (6 digits). There are no disallowed codes.

Wireless zone A sensor that transmits to the control panel via a radio receiver rather than being directly wired to the control panel.

Zone An partition guarded by a group of one or more detection devices.

Battery replacement

Any user can replace the wireless keypad batteries supplying power for the backlighting. Only the master user is allowed to replace the operating batteries.

Backlight battery replacement

The backlighting battery replacement procedure is as follows:

- Remove the wireless keypad from the wall if placed there. Please note, that depending on the configuration selected by the installer, the user may or may not be able to remove the keypad from the wall.
- Press the backlighting battery compartment cover on the back side of the keypad housing with your thumb and slide the cover downwards.
- Replace the two batteries with two new Duracell or Energizer "AA" batteries. Do not use a different type of batteries. Always use batteries that are from the same batch, and always replace all batteries with fresh ones simultaneously.
- Slide the battery compartment cover back into place.
- Dispose the old batteries according to local regulations.

Note: In the EN50131 Mode, the user is allowed to replace backlight batteries only, and operating batteries must be replaced by the installer.

Operating battery replacement

The master user is allowed to perform the operating battery replacement according to the following procedure:

- Disarm the system.
- Press **OK** and enter your master user code to open the User Menu.
- Navigate with the ▲▼ keys to *Change Batteries* and press OK.

Note, that *Change Batteries* option in User Menu is available only when keypad partitions are disarmed.

- Open the backlight battery compartment as described above.
- Unscrew two screws inside the backlight battery compartment.
- Open the operating battery compartment and replace all four batteries. You have 5 minutes to finish this operation. You can use Duracell or Energizer "AA" batteries only. Always use batteries that are from the same batch, and always replace all batteries with fresh ones simultaneously.
- After replacing batteries, you have to close the battery compartment in 30 seconds.
- If "*Type # to finish*" message is displayed, press the # key to restore normal keypad operation.

CAUTION: Batteries can explode or cause burns when recharged, incorrectly (dis)assembled, or exposed to fire or high temperatures. Dispose of used battery according to battery directive instructions and/or as required by local laws. Keep away from children.

EN50131 Mode

EN50131 Mode is set by the installer. It changes the way a number of standard system functions are performed in order to be compliant with the EN50131 standard.

Keypad battery replacement

The user is allowed to replace backlight batteries only. Operating batteries must be replaced by the installer. Therefore, the User Menu option, Change Batteries, is not displayed in the EN50131 Mode.

Setting date and time

In the EN50131 Mode, the user is not allowed to set date and time. This operation must be performed by the installer.

Screen saver

In the EN50131 Mode, the screen saver functionality is always active. The screen saver turns on after 30 seconds of the user's inactivity. You can also turn it on manually by pressing both arrow keys simultaneously. To cancel the screen saver you have to enter your user code. When the screen saver is active, the alert keys (F1, F2, F8) do not work.

Keypad keypress tamper

In the EN50131 Mode, invalid code entry attempts are limited to 5. After 5 incorrect attempts the keypad gets disabled for 90 seconds. During the Keypad Keypress Tamper all pressed keys are ignored. This state is indicated on a display by the message "Keypad Locked".

Installer's access rights in the EN50131 Mode

The installer is not allowed to access the system without the user's permission. Before the installer is able to enter the installer code, the user must cancel the active screen saver by entering the user code.

Mandatory event log

In the EN50131 Mode, there are two logs: the regular event log and the mandatory event log. The mandatory event log contains events that are mandatory to register according to the EN50131 standard. It can be previewed the same way as the regular log (see page 24). It can be accessed with the *User Menu>Mandatory Event Log* menu option.

Manual Dialer Test

This menu option is added to the User Menu in the EN50131 Mode. It allows the user to manually test the dialer when the dialer fault is signalled by the system.

EN50131 Mode

Master Mode

User menu option, Master Mode, is not displayed in the EN50131 mode. It means switching the keypad to the Master Mode is not possible, and only single partition mode is available.

Silent Exit

User menu option, Silent Exit, is not displayed in the EN50131 mode. It means that silent exit mode is not available.

HomeText commands

In the EN50131 Mode, the HomeText command "user code" does not allow to change another person's user code. You can only change your own user code with this command.

Fault acknowledging/overriding

In the EN50131 Mode, every fault in the system must be acknowledged or overriden by the user. Faults indicate problems in the system. Some of them can be solved by the user (like closing an open zone) but others may require calling the installer. Active critical faults prevent arming of the system.

You can tell you need to acknowledge faults when "Zones Not Ready" or "Service Required" is displayed on the keypad. Fault Acknowledging/Overriding mechanism can be activated by pressing the "#" key or is activated automatically after disarming an alarmed partition.

Faults are displayed according to their importance, starting with the most important fault. There is a possibility to scroll up/down the fault list by using up/down arrows. If there is only one fault and overriding is not possible, no arrows are displayed.
When any fault is still active, arming of the system is impossible, and the fault must be fixed first (or overriden if possible) to allow the user to arm the system.

An active fault is displayed as:

A non-active but unconfirmed fault is displayed as:

and can be confirmed by pressing "OK".
When the system is armed, overriding is not allowed and the following message is displayed instead:

EN50131 Mode

```
Fault Name
Inactive
```

Non-critical active faults can be overriden by the user without fixing them, if necessary. Non-critical faults are: Zone Open, Zone Trouble, Zone Lost, Zone Low Battery, Panel Mains Fault, RF Jammed, and others. Non-critical faults indicate problems that should be fixed but they do not prevent arming after overriding.

Critical faults cannot be overriden by the user. Critical faults are: Panel Box Tamper, Device Box Tamper, Siren Tamper, Zone Tamper and Zone Alarm Memory. Zone alarm memory can be simply acknowledged by the user but other physical problems must always get fixed first.

Overriding is allowed if:

- there are no active critical faults, and
- there are no unconfirmed critical faults, and
- there is at least one non-critical active fault, and
- the system is disarmed.

Overriding option is shown at the end of the fault list (only if it is allowed) as:

```
Override Faults
OK-Confirm
```

After pressing OK, opened zones will be bypassed and other faults will be ignored. The user will be able to arm the system.

Overriding can be cancelled. To do it, the user needs to activate Fault Acknowledging/Overriding mechanism again by pressing "#", scroll through faults to the override message, and then press "#".

```
Override Faults
#-Cancel
```

After pressing # bypassed zones will get to the normal state again and other faults will not be ignored (arming will be impossible).

In a rare case when the fault list changed while being previewed (the fault has been added or removed), the following message is displayed at the end of the list:

```
Changed Fault List
OK-Recheck
```

Pressing OK allows to display the current fault list.

EN50131 Mode

Arming

1. Arming in the EN50131 mode differs slightly from arming the standard system (see page 11) because in this mode the screen saver is always active. Therefore you have to enter your user code first to cancel the screen saver, and then to enter your user code again to arm the system (if arming is allowed). If the system is not ready, the appropriate message is displayed (see Fault acknowledging/overriding). When entering code, the number of code digits entered is displayed in the right lower corner (1, 2, 3, etc.).
2. The keypad starts to blip and the system begins to arm.
3. Leave the building. The keypad blips increase during the last 10 seconds of the exit time.
4. When the exit time expires, your system is armed and the keypad sounds continuously for 2 seconds. The status indicator lights red.

Disarming

Disarming process in the EN50131 mode is identical as in the standard system (see page 11).

Incomplete Exit

If during arming, the Entry/Exit zone (for example, an exit door) is open at the end of the exit time then the system will not be armed and the special Exit Error code will be reported. Each Exit Error event is visible as a fault and it should be acknowledged.

Power supply problems

In case of power supply problems, the following icons are displayed:

Power	Normal mode	Screensaver mode
No faults	ON	ON
AC fault Battery OK	ON ON	Blinking
AC OK Battery fault	Blinking ON	Blinking
AC fault Battery low	ON ON	Blinking
AC OK Battery low	Blinking ON	Blinking